

# GRAUSTARK

#129 1965F, 1965Q, 1966B, 1966Q, 1966R, 1966AA 20 May 1967

|       |             |       |             |
|-------|-------------|-------|-------------|
| 1965F | "Fall 1913" | 1965Q | "Fall 1914" |
|-------|-------------|-------|-------------|

VICTORIES BY ENGLISH NAVY, TURKISH ARMY LONDON SILENT ON NAVAL DEFEATS

After the "Spring 1913" campaign France retreated A Sil-Ber. No retreat was received for the Italian army in Tyrolia, which accordingly is annihilated.

ENGLAND (Sanders): A Liv-Mos; A St.P S A Liv-Mos; A Bre holds; F North Sea-Bel; F Eng S F North Sea-Bel; F Wes-Tun; F North Africa S F Wes-Tun; F Mid-Spa(s.c.); F Por S F Mid-Spa(s.c.); F Den-Kie.

FRANCE (Brannan): A Ber S ITALIAN A Mun; A Kie-Den; A Hol-Ruh; A Par-Bre; A Spa-Por; A Mar-Pie; F Bel holds.

TURKEY (Wells): A Sev S A Mos; A Bul-Ser; A Con-Apu; F Aeg & F Ion C A Con-Apu; F Tyr-Wes; F Tun-North Africa; F Lyo S F Tyr-Wes; F Tus-Pie; A Rum-Gal; A Tyr S F Tus-Pie; A Tri-Vie; A Sil-Pru; A War-Liv; A Mos S A War-Liv.

Underlined moves are not possible. The following retreats or removals take place:

ENGLAND: A Livonia annihilated.

FRANCE: A Spa-Gas; F Bel-Hol or F Bel-Pic. (The direction of this retreat should be submitted with the next moves, which may be made conditional upon it.)

TURKEY: F Tun-Tyr.

The High Combatant Powers now control the following supply centers:

ENGLAND: Bre, Den, Edi, Liv, Lon, Bel, Nor, St.P, Por, Spa, Swe, Tun. (12)

FRANCE: Ber, Hol, Kie, Mar, Mun, Par. (6)

TURKEY: Ank, Bud, Bul, Con, Gre, Mos, Nap, Rom, Rum, Ser, Sev, Smy, Tri, Ven, Vie, War. (16)

England may build three units, and Turkey may build one. France must

IN "Spring 1914", the English move "A Mun S F Bal-Kie" and the Turkish move "A Ukr-Sev" should have been underlined. After the campaign, Austria-Hungary retreated A Tri-Tyr. No retreats were received for the English army in Munich or the English fleet in the Mid-Atlantic, which accordingly are annihilated.

ENGLAND (Koning): No moves received. As Mos, Gal, War, Lon, Pic, Par, & Fs Kie, Hol, Bel, North Sea, Eng, Iri hold, A Sev & F Por dislodged and annihilated.

FRANCE (Whalen): A Mar S GERMAN A Bur; F Spa S TURKISH F Mid-Por.

GERMANY (Latimer): A Bur-Ruh; A Mun S TURKISH A Ven-Tyr.

AUSTRIA-HUNGARY (K. Pattee): A Vie-Boh; A Bud-Rum; A Tyr S GERMAN A Ber-Mun (sic).

TURKEY (Kuch): F Mid-Por; F North Africa-Wes; A Bul S A Rum; A Ukr-Sev; A Rum, F Bla, & F Arm S A Ukr-Sev; A Ven-Tyr; A Ser-Bud; F Tri holds; A Alb S F Tri.

Underlined moves are not possible. The Austro-Hungarian army in Tyrolia must retreat to either Piedmont or Vienna; the direction of this retreat should be submitted with the "Winter 1914" moves, which may be made conditional on it.

The High Combatant Powers now control the following supply centers:

ENGLAND: Bel, Ber, Bre, Den, Edi, Hol, Kie, Liv, Lon, Mos, Nor, Par, St.P, Swe, War. (15)

FRANCE: Mar, Spa. (2)

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(continued on p. 4)

1966Q

2

"Fall-Winter 1915"

RUSSIA VICTORIOUS IN LONGEST GRAUSTARK WAR

FRANCE (Latimer): F Tyr-Tun; A Mar-Pie.

RUSSIA (Aita): F Spa & A Pru hold; F Por & F Mid S F Spa(s.c.); A Par-Gas; F Bre S A Par-Gas; A Bel-Bur; A Mun S A Bel-Bur; A Lon-Bel; F North Sea C A Lon-Bel; A St.P-Norway; A Ukr S A Gal; A Boh S A Gal; A Mos S A Ukr; A Gal S A Ukr; A War-Liv.

TURKEY (Berman): A Rum-Ukr; A Sev S A Rum-Ukr; A Vie-Gal; A Bud S A Vie-Gal; A Bul-Rum; A Ser S A Bul-Rum; F Adr-Ion; F Ion-Tun; F Rom-Tyr; F Nap S F Rom-Tyr; A Pie-Mar; F Lyo S A Pie-Mar; A Ven-Pie.

Underlined moves are not possible. The French Tarry in Marseilles is annihilated, and the French fleet in the Tyrrhenian Sea is dislodged and must retreat. The High Combatant Powers now control the following supply centers:

FRANCE: Tun. (1)

TURKEY: Ank, Bud, Bul, Con, Gre, Nap, Rom,

RUSSIA: Bel, Ber, Bre, Den, Edi, Kie, Hol;

Mar, Rum, Ser, Sev, Smy, Tri, Ven,

Liv, Lon, Mos, Mun, Nor, Par, Por, St.P,

Vie. (15)

Spa, Swe, War. (18)

Russia may build two new units, while Turkey may build one. Russia has submitted the "Winter 1915" builds A War, A St.P, so no matter what Turkey builds, Russia now has a majority of all the units on the board. Michael Aita, playing Russia, is therefore the winner.

This game began at the rate of two moves per week, being played among physicists and physics students in a Brooklyn College office just as 1967F is now. When the academic year 1965-66 ended, it was continued among the surviving players by mail, with substitutes brought in for those of the original players who could not continue. A review of the progress of the game will appear in a future issue.

1966AA

"Spring 1909"

ANGLO-GERMAN WAR INTENSIFIES

ENGLISH RETAKE LIVERPOOL; GERMANS SEIZE LONDON, MOSCOW

ENGLAND (Dygert): F Ion-Nap; F Tyr S F Ion-Nap; A Spa-Gas; A St.P-Norway; A Mos-Liv; F Edi-North Sea; F Cly-Liv; F Wal S F Cly-Liv; F Mid S A Spa-Gas (sic; no such fleet exists); F We not ordered, holds.

GERMANY (Latimer): A Ven-Apu; A Rom S A Ven-Apu; A Pie-Mar; A Bur S A Pie-Mar; A Gas-Bre; A Pru-Liv; A War-Mos; A Ukr S A War-Mos; F Ber-Bal; F Kie-Den; F North Sea-Lon; A Mun-Ruh; F Liverpool holds.

AUSTRIA-HUNGARY (Walker): F Gre S TURKISH F Aeg-Ion; A Vie-Boh; A Gal S A Rum; A Bud-Tri; A Tri-Tyr; A Ser-Bul; A Rum S A Ser-Bul.

RUSSIA (Turner): F Sev holds.

TURKEY (E. Thompson): F Aeg-Bul; F Bla-Rum; A Smy holds.

Underlined moves are not possible. The following retreats are necessary:

ENGLAND: A Mos-St.P.

GERMANY: F Liv-Iri or F Liv-North Atlantic.

The direction of the German retreat must be submitted with the "Fall 1909" moves, which may be made conditional upon it. The deadline for these moves is NOON, SATURDAY 3 JUNE 1967. Players should note the change of James Latimer's address, which appears on p. 1 of GRAUSTARK #128.

Some of this game year's press releases appear elsewhere in this issue; others will be printed in two weeks. Despite the volume of press releases which this game has elicited, all will be printed eventually.

1966B

"Spring 1910"

## TURKS TAKE BERLIN, MOSCOW; VICTORY SEEN NEAR

ENGLAND (Davidson): A Norway-St.P; F Bot S A Norway-St.P; A Kie-Hol; A Den-Kie; F North Sea S A Kie-Hol; A Ruh S A Den-Kie; F Ska-Den; F Tun-Tyr; F Wes S F Tun-Tyr; F North Africa-Tun; F Por holds.

FRANCE (Prosnitz): No move received. A Bur holds.

GERMANY (Sanders): A Bel holds; A Mos holds.

ITALY (Ward): A Pie-Mar; F Spa S A Pie-Mar; A Mar-Gas; A Ven-Pie; A Rom holds.

TURKEY (Pournelle): F Smy-Aeg; A Con-Bul; A Sev-Mos; A Ukr & A War S A Sev-Mos; A Ser-Tri; A Mun-Ber; A Tyr-Mun; A Boh S A Tyr-Mun; F Tyr-Lyo; F Ion-Tyr; F Gre-Ion; A Sil S A Mun-Ber.

Underlined moves are not possible. Germany retreats A Mos-Liv. The deadline for "Fall 1910" moves is NOON, SATURDAY 3 JUNE 1967.

BERLIN: No fair smuggling Sominex disguised as No-Doz.

In the event that Gene Prosnitz fails to submit a "Fall 1910" move for France, the stand-by player, Tom Griffin, is asked to do so.

1966R

"Fall 1910"

## GERMANY SURRENDERS AFTER PROLONGED RESISTANCE

FRANCE (Berman): F Bar-St.P; A Norway-Swe; F Hel-Den; F North Sea & A Kie S F Hel-Den; F Hol S A Kie; A Mun holds; A Ruh & A Bur S A Mun; F Wes S ITALIAN F Tun; F Lyo-Tus; F Mar-Lyo; F Mid-North Africa.

GERMANY (Lebling): F Den-Kie.

ITALY (Sanders): F Tun holds.

RUSSIA (Levinson): F Swe S GERMAN F Den; A Ber S TURKISH A Boh-Mun; A St.P holds; A Mos S A St.P; A War S A Mos.

TURKEY (Wagner): A Boh-Mun; A Tyr S A Boh-Mun; A Alb-Tus; A Ven S A Alb-Tus; F Ion & F Tyr C A Alb-Tus; F Aeg S F Ion; F Nap S F Tyr; A Ser-Tri; F Bla-Con; A Ukr-War; A Gal S A Ukr-War; A Sev-Mos; A Rum-Ukr.

Underlined moves are not possible. The Russian army in Warsaw must retreat to Silesia, Prussia, or Livonia; the direction of this retreat should be submitted with the "Winter 1910" moves, which may be made dependent upon it.

The High Combatant Powers now control the following supply centers:  
 FRANCE: Bel, Bre, Den, Edi, Hol, RUSSIA: Ber, Mos, St.P, Swe. (4)  
 Kie, Liv, Lon, Mar, Mun, Nor, Par, TURKEY: Ank, Bud, Bul, Con, Gre, Spa. (14) Nap, Rom, Rum, Ser, Sev, Smy, Tri, Ven, Vie, War. (15)

France and Turkey may each build one new unit, and Russia must remove one. The deadline for these "Winter 1910" moves is NOON, SATURDAY 3 JUNE 1967. (The German fleet dislodged from Denmark is annihilated because Germany has no more supply centers.)

## 1965F (continued from p. 1)

remove one unit. The deadline for these "Winter 1913" moves is NOON, SATURDAY 3 JUNE 1967.

Parenthetically, the Gamesmaster notes that it is a good thing for the English fortunes in 1965F that Jim Sanders phoned in his moves 20 minutes before the deadline. Neither of the stand-bys, Harold Peck and Eugene Prosnitz, sent in moves for England!

## 1965Q (continued from p. 1)

GERMANY: Mun. (1)

AUSTRIA-HUNGARY: Bud, Vie. (2)

TURKEY: Ank, Bul, Con, Gre, Nap, Por, Rom, Rum, Ser, Sev, Smy, Tri, Tun, Ven. (14)

Turkey may build 3 new units. England has three fewer units than supply centers, but may build only two units since one home supply center is occupied. Germany and Austria-Hungary must each remove one unit. The deadline for these "Winter 1914" moves is NOON, SATURDAY 3 JUNE 1967. Tom Griffin, the stand-by player, should submit English builds in case John Koning misses this move.

## THE DIPLOMATIC POUCH

DEREK NELSON, 18 Granard Blvd., Scarborough, Ontario: "Bertrand Russell needs no defense from me". Oh, then I suppose I can list you among the supporters of Russell's plan, presented with the "same vigour and on the same principles" as his other idiocies, to launch a preventive nuclear attack against the Soviet Union (in the late '40's).

Your listing of quotes as either pro-war or anti-war (that is, black and white with no greys) is par for the course. Perhaps someday you'll understand what George Orwell meant when he said, "The distinction that really matters is not between violence and non-violence, but between having and not having the appetite for power." You lose again.

((Sure. Look who's keeping score. Incidentally, I suppose I can list you among the supporters of Orwell's idea, as presented in one of his books, that worker is to capitalist as animal is to farmer.))

JERRY POURNELLE, 8396 Fox Hills Dr., Buena Park, Calif. 90620: Have you not raised the wrong issue?... You are hardly against violence in general, and... I gather that you do not even disavow war in general. Consequently, it is a false issue to print a group of slogans, encouraging and exalting war, as "equal time". I doubt that most of us who support the actions of the United States in Viet Nam ((sic)) are, at least, in favor of war simply as a form of amusement or character building. Certainly I am not.

...With regard to the Third Earl Russell, do I not recall that he advocated ultimata and preventative war against the Soviets until they too had the atomic bomb, after which he took his present stand?

((Just as one can infer the nature of a fossil animal from its shin-bone, one can infer from the actions of the little Hawks locally the actions and principles of the big Hawks in Vietnam and the Pentagon. Here we have seen Hawks tar and feather pacifist counter-demonstrators, punch women who carried anti-war signs, and express regrets to newsmen that their victims were not killed, or that the mass of other Hawks was so great that they could not get a punch in. All this has happened in New York when Hawks attacked Doves during pro-war or anti-war demonstrations. I can only infer that similar sentiments animate our national leaders. As General Hollingsworth has said in Vietnam, "There is nothing I love better than killing Cong."))

## ALLIANCE BREAKING, DOUBLE-CROSSING, AND THE BALANCE OF POWER

by Eugene Prosnitz

This is the second in a series of three articles.

One of the most neglected areas in Diplomacy, especially in the postal game, is the art of alliance breaking. A player who is in the process of being conquered by two or more enemies will frequently make no effort to change the power line-up, but will just sit back passively and await the inevitable defeat.

Of course, alliance breaking is not easy, and it's usually wiser for the allies to stick together until they've completed the job, for reasons to be discussed later in this article. However, there are various techniques which can be tried.

First, there is the one-sided offer. Usually agreements between powers should be on a 50-50 basis, or close to it, but when one side has a much better bargaining position this is not so. When you're trying to break an enemy alliance you may make headway by offering one of your foes a deal which is tremendously one-sided in his favor, and is just too good to turn down. For example, suppose as Turkey I'm fighting Austria and Russia. I might offer to support Austria into both Rumania and Sevastopol (both belonging to Russia) and ask nothing in return. There's nothing wrong with being very generous with a third party's possessions.

If you are in the unfortunate position of being the victim of a three-way attack (as seems to happen to Austria, for example, very often these days) the three powers will undoubtedly have to fight among themselves after they wipe you out. Try to pick the enemy power which is most likely to end up on the short end of the stick, and detach him from the alliance. For example, if two out of your three enemies are from the same city, and the third is from a different geographical area, the two neighbors are likely to stay allied and this should be pointed out to the third.

Or suppose one of the three aggressors stands to get the smallest portion of your territory. For example, in a three-way attack on France, England usually comes out without too much, i.e., just one supply center, Brest. Work on England to try to get him to shift sides.

Sometimes one of the powers involved in a three-way attack seems highly likely to be "caught in the middle" because of the position on the board. Suppose that France, Germany, and Russia all attack England. Then afterwards Germany is in between France and Russia. England should probably concentrate its effort on detaching Germany from the alliance.

When you are the victim of a two-way alliance, it is often more difficult to convince one of the allies to change sides. For one thing, two powers working in close co-operation are more likely to stick together, even after you're defeated. Also, if they are successful, the rewards are greater; the pie only has to be cut two ways.

With either a two-way or a three-way alliance, things frequently work out so that one ally emerges much stronger than the other(s). If things are pointing in that direction, show the weaker ally how his compatriot is taking advantage of him.

Very often one of the allies will have engaged in double dealing, making a phony agreement with you and at the same time an "honest" agreement with his true ally. Point this out to the other party, and perhaps the two of you can get together against the double dealer.

Suppose all rational methods of persuasion fail. You might try "kamikaze" tactics. This entails concentrating your forces in one direction, as a way of showing one particular enemy that, no matter what happens to you, you are going to make sure he doesn't get any of the spoils, and the lions' share goes to the others. This may convince him that he should make peace with you. Of course, this tactic often means that you leave your rear unguarded and get wiped out even more quickly, so it should be regarded as a last resort.

Closely related to this is the threat to throw the game to one of your enemies if the other does not cooperate with you. I consider this a legitimate tactic, as you're trying to save your own neck, and it's up to the party you're trying to deal with to preserve the balance of power, since he can do so by making concessions to you, or making

peace, and still remain in a good position.

What about multiple game alliances? This raises serious ethical questions. Obviously if someone double-crosses me in one game, or shows himself to be a selfish ally in one game, I'd be less likely to deal with him the next time we cross paths, other things being equal. However, when it gets to the point of saying, "Unless you change sides and join me in Game A, I'll attack you in Game B," I feel this transcends the bounds of proper Diplomacy, for the reason that deals of this type give the players who are in a lot of games an unfair advantage. However, it seems to me that thinking of this type, even if not expressed, will go on at least subconsciously, and is difficult or impossible to curtail.

Turning to the question of when, and how, to double-cross: When contemplating a double-cross, or to put it more euphemistically, a shifting of alliances (which may be a lesser category of backstab), one must weigh the immediate gain against the following considerations: (1) Will you need to deal with the victim again in this game? (2) How will this affect your dealings with him in other games (concurrent or future)? (3) How will this affect the other players' opinion of your trustworthiness?

First, the question of first-move strategy. I've noticed a number of players enter into inconsistent alliances at the beginning of the game, e. g., Austria forms an anti-Turkish alliance with Russia, forms an anti-Russian alliance with Turkey, and breaks one of them. The argument is that if you write to everybody you're more likely to get an ally.

However, this reasoning is somewhat faulty because, in the above example, suppose Austria writes to Russia and gets turned down. Chances are that Russia and Turkey are already allied and a letter to Turkey at this point would do no good.

On the other hand, maybe Austria would have gotten results by writing to Turkey right away, before the Turks and Russians got together, so there's no clear answer. I consider the question of what negotiations to enter into at the start of a game, to be the most difficult problem in Diplomacy.

On balance, however, I think the practice of making inconsistent alliances and following them up with first-year (or second-year) double-crosses is unwise. For one thing, once you get a reputation for doing this, players are less likely to deal with you at the beginning of a game, and this can be disastrous. Also, the backstab in this case does not have the effect of knocking your enemy out of commission; you may need his help later in the game, and have a tough time getting it.

In a game in which I'm playing Italy, Austria made alliances with Italy, Russia, and Turkey on the first move, and immediately double-crossed both Russia and Italy. He gained a tempo, i. e., he acquired Galicia and kept Italy out of Tyrolia, which he could not have done had his intentions been known in advance. However, this compensation was nowhere near sufficient when compared with the price he paid, regarding his future dealings with the Russian and Italian players. The result, which could have been foreseen, was that shortly thereafter Austria made what he thought was a deal with Russia. However, Russia, feeling that one good turn deserved another, double-crossed Austria, who was then virtually completely destroyed in short order.

Another point: If you enter into inconsistent alliances, the players may let each other know about your double dealing. Or, worse yet, they may prove it by sending each other copies of your letters. (This is one of the reasons why a telephone game figures to be the dirtiest game of all.)

In my opinion, the best time to double cross another player is when it's not a question of a small gain, but when, on the other hand, the backstab will cripple him beyond repair. Here, you won't have to worry about whether this player will ever trust you again in this game, because you won't need to deal with him any more. If your ally is foolish enough to leave himself wide open for this sort of thing, it's his own funeral.

On the other hand, it's best to be fairly scrupulously honest in the small scale promises and deals that go on all the time between allies. If you lie to an ally or friendly neutral in a small scale way, where you don't actually intend to declare war on him, you're sowing seeds of mistrust without gaining any great benefits. My philosophy is to be completely truthful in about 95% of my dealings and correspondence, and to hope other players become aware of this. However, the other 5% of the time they'll get hit with everything but the kitchen sink.

Similarly, it is unwise, in my opinion, to offer false promises to an enemy who is trying to make a deal with you, and who is already on the ropes, if you can defeat him by straightforward play.

As for the principle of balance of power: This is mentioned because of the disturbing tendency I have noted, in many postal games, for a player to ally with a strong neighbor against a weak neighbor, instead of the other way around.

My understanding has always been that the object of the game is to win (or tie), or if you can't do that, to prevent someone else from winning. If you permit another power to conquer Europe, you should get no credit for finishing second.

However, this does not seem to be universally accepted. For example, consider 1966E (Diplophobia game PBA), where Russia has 17 supply centers, yet the other six powers are all squabbling among themselves.

The situation where two allies attack a third, and continue the attack until the victim is obliterated, is quite common. And if the two allies expand at equal strength, it is quite feasible. However, where one of the allies is getting much the better of it, the logical thing is for the other ally to switch sides, to prevent the first party from winning, or gaining a significant edge.

When one country becomes significantly strong, all his neighbors should rally against him. This often leads to a situation where each power is protesting, "I'm not so strong; he's really in better shape."

This is

O At  
P Great  
E Intervals  
R This  
A Appears  
T To  
I Inflame  
O Optic  
N Nerves

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Sometimes a single expeditionary force can help restore the balance of power. In a recent game over the board, in which France was doing quite well while Italy, principally engaged on the eastern front, was not fighting France, Italy sent a solitary fleet to the Mid-Atlantic. This maneuver did not help Italy much in the short term sense, but by harassing France considerably it helped restore the balance of power in western Europe.

I've noticed that in postal games Turkey almost always does tremendously well, as contrasted to many of our over-the-board games, where Turkey has turned out to be one of the weaker powers. This is because the players realize that Turkey, once it gets off the ground, grows into a Frankenstein monster, and must be stopped at the outset of the game. Usually, in our games, nobody wants to play Turkey because of the difficulty of getting allies.

(I can see that this article will probably bounce back in my face the first time I get Turkey in a postal game.)

Many players feel that they can wait until a power obtains 14 or 15 supply centers before uniting against it. However, this often proves fallacious, because difficulties of communication and coordination, as well as lack of trust, usually result in giving the front runner an easy victory at this point.

#### THE ADVENTURES OF SECRET AGENT 0-0-HATE

##### Chapter XXXI

"In the early days of our agency," Mac continued at the briefing, "Berlin offered the best prospects of getting another war going. It was a point of confrontation with the nation we had selected as the Enemy, and in the event of a war we could have called in as allies the veterans of a fighting force which, just a few years earlier, had conquered almost all of Europe."

"Unfortunately, there was a security leak at that time -" Mac looked hard at Foo Chay. "Don't blame me, chief," the beautiful Eurasian girl said. "I was still in the Mata Hari Academy then. How was I to know that this General Grow would tip our hand in his diary, and then be stupid enough to let a Russian agent steal it?"

"- and the Berlin Blockade thwarted our plans. Incidentally, Miss Foo, have you completed the new security arrangements?"

"Yes, chief. After 0-0-Hate's espionage robot defected to the Russians, I started a security check on every machine in the office. All of Dr. Pourguerre's computers are clear, but two adding machines and a telephone switchboard were scrapped as poor secu-

rity risks." And an Olivetti typewriter confessed to being an agent of the Italian Communist Party after I pulled out three of its keys in the basement interrogation room."

"I could have told you that I have absolute reliance in my computers," said Dr. Pourguerre indignantly. "They confide in me. I sometimes believe they are almost as human as I am." As Dr. Pourguerre spoke, a shrill feedback whine emerged from his nose. Annoyed, he turned his left ear around three times and the noise stopped.

"I'll admit that when the wall first went up, I was worried," Mac went on. "But in retrospect I think it was a good idea. The loss in defectors was more than counterbalanced by the increase in international ill will which its existence brought about."

"But the wall an unnatural thing is," Dr. Pilz protested. "That a wall should be through the center of Berlin built an outrage is. I remember when we the wall through Warschau ge-built!"

"Was that unnatural, too?" O-O-Hate asked.

"Ach nein! I will to you it explain. If men kill and eat chickens, that is a normal and usual thing. No one wonders at it. But iff chickens kill and eat men - ach, that is a thing monstrous and against nature. Also, if Germans build walls through Slavic cities, it is a thing which normal and usual is. But when Slavs build walls through German cities - ach, ich kann nicht weiter davon sprechen!" Dr. Pilz buried his head in his hands and began to cry.

"Then you should be happy at this news," Mac said dryly. "According to reliable intelligence reports, the Russians have hired a California wrecking firm to tear down the wall. In one stroke a great contribution to international bad feeling will be destroyed. Much more of this sort of thing, gentlemen, and we will be out of jobs!"

O-O-Hate leaped to the challenge. "If necessary, chief, I will go to Berlin to seek out the causes of this diabolical plot against the American Way of War."

"No, O-O-Hate," Mac replied, "your assignment will be even more dangerous than that. You will go to California and investigate the wrecking company. It's called Let's Tear Apart, Inc."

((Why would anyone want to tear down the Berlin Wall? Follow Secret Agent O-O-Hate to California in the next issue and find out.))

#### A BRIEF HISTORY OF THE GRAND DUCHY OF BEAUCOILLON - V

The conversion of Beaucoillon was met with approval by most Christians, although a debatable passage in the private papers of Bishop Janus of Langueforche remarks: "Now there is no place fit for a churchman to relax ('vaporem exsufflere') from his labors." The invocation of Christian saints had for so long been a practice over the gaming tables that no real change was wrought in the Grand Duchy's way of life.

At about this time the Norsemen extended their piratical depredations into the Mediterranean Sea, and Beaucoillon's fabled wealth was much endangered. However, such a raid was foiled by a notable mission sent in 838 from the Grand Duke Fortunato IV to King Haakon Hawknose of Norway. This mission, led by Friar Jehan Toucque, presented the King with a set of gold and silver chessmen, a pair of loaded ivory dice, and six dancing girls. Overjoyed with these gifts, the King ordered all his vikings to give their gambling patronage to Beaucoillon. In the subsequent two centuries, Beaucoillon became a major depository of Viking loot, and the national income was substantially augmented by the proceeds of fencing this loot back to its original owners. It is recorded that, on a single night in the summer of 863, the viking chieftain Olaf Loudsnore lost 200,000 Byzantine hyperpers and three longships at the newly invented game of chuck-a-luck. (The longships are now in the British Museum, owing to a run of luck at roulette by the Prince of Wales in 1886.)

#### THE CAMEL'S TOUR

A medieval variant of chess included a piece called the Camel, which had a jump of "three-and-one" just as the Knight has a jump of "two-and-one". Like the Bishop, the Camel always moves to squares of the same color. Can you place a Camel on Q1, and in 32 moves take it successively to all the squares of an 8x8 chessboard which it may occupy? The Camel cannot move to the same square twice, except that on its 32nd move it must return to Q1. This problem is comparable to the "Knight's Tour" of regular chess.

PORLAND, MAINE (23 November 1908): Logistic Squadron 183 of the Imperial Balkanian High Seas Fleet today occupied this American town without a struggle, and declared the State of Maine annexed to the Balkanian Empire. One resident of the town, presently unnamed, will be deported to Italy; otherwise, life is to continue as normal, announced Balkanian Governor Julius Bordsha. Admiral Karl Tünen, commanding the Fleet, announced that plans for the conquest of all New England, plus Quebec, New Brunswick, and Nova Scotia, are being made.

SAN DIEGO, CALIFORNIA (30 November 1908): Roman Catholic authorities today announced that Antonio Bordsha, formerly Pope Innocent XIV, had been appointed Bishop of San Diego. His former Holiness announced later that he would make a few local changes in the celebration of the Mass. "We're gunna shpise it up withhh uh few girlsh," he said, while being interviewed at Joe's Bar.

BARI, ITALY (3 December 1908): An unidentified American, recently deported from Maine, was awarded the Seal of Nobility by the Mayor, on behalf of the Empress. He was then sent to the front lines with a gatling gun, "to earn it", said the Mayor.

SALONA (25 December 1908): The Annual Christmas Orgy, now in its 12th day, is again a smashing success. Encouraged by good news from the military and diplomatic fronts, the inhabitants of Balkania are celebrating the Holy Season in really Old-Fashioned Style. Thus far, 1,850,249 cases of verified rape have occurred. Some 11% of these involve one Sarah F. Allen, of uncertain nationality. Another 17% have apparently been perpetrated by one Rozhdestvensky Walkoff, formerly of Sevastopol. "Be fruitful and multiply," cried Walkoff, as he lumbered off after his next comely victim. "Isn't Christmas wonderful?" opined the Empress, whose current series of private audiences with members of the diplomatic corps are becoming legendary in their own time. The height of the festivities came last night, when the English Ambassador, one Tarquinius, was dropped on a sharpened Christmas tree from a height of 25,000 feet. The Pilot who made this amazing, dead-center drop was awarded the Snoopy Award for Aerospace Proficiency.

OMAHA, NEBRASKA (27 December 1908): From SAC Headquarters comes the announcement that the pilot awarded the Snoopy Award day before yesterday was none other than Lt. "Bury" Coldwater. "He takes PRIDE in his mission," said General C. D. Gunsel, CINCSAC.

BEOGRAD (29 December 1908): Speaking ex cathedra from the New Vatican, Her Holiness Pope Joan II today excommunicated John Boardman, of New York, for the 15th time, "just to make sure". Cause of the latest bull of excommunication was the obviously malicious and false statement of Dr. Boardman that Pope Joan I was "a fabrication". In fact, Pope Joan I was the daughter of Gargoyle II, King of Powderkagg, a small Balkan Kingdom which still exists, hidden in the mountains. Her mother, said Her Holiness, was Belladonna Borgia, a distant relative. "Anathema, anathema," cried Her Holiness. "Bury Boardman for the Bordshas!"

BROOKLYN (2 February 1909): Princess Svetsoxa, who claims to be the daughter of the Empress Lucrezia, ~~today~~ announced that she is writing a book exposing the immorality of her mother's court. "Mommy is not the only person guilty of great crimes," she said. "She had collaborators, particularly in producing all those children." The Princess refused to answer questions concerning her own paternity.

Considering the lurid press releases which have come out of Salona, Vienna, and Beograd, Princess Svetsoxa's book is assured of a great sale. Paperback rights have already been sold to Mutinus Nightstand, president and chairman of the board of the publishing house which bears his name.

SALONA (23 March 1909): Her Holiness, Pope Joan II, today excommunicated all members of the so-called Sevastopol Synod for "daring to lift a finger against the legal and duly consecrated Pope". Her Holiness expressed disappointment that some Cardinals "whom We know quite well, even - uh, intimately, would attend this illegal convocation." Fortunately, Her Holiness observed, the total number was not more than 13% of the Cardinals of Italy and Balkania, and that the entire "Synod" represented no more than 42% of the Cardinals of the Church. All Cardinals who attended were immediately demoted to the rank of Private and ordered to report for duty with the Balkanian Army. "At leasty," said Her Holiness, "that will get them the Seal of Nobility". (This is the new Balkanian military decoration awarded for bloodthirstiness above and beyond the call of duty.)

Her Holiness issued the excommunication only a few days after the birth of Her latest child, Prince Wilhelm-Innocent.

SEVASTOPOL (25 March 1909): From his sickbed, Cardinal Tasselyard feebly protested his excommunication by Pope Joan II. "Daring to lift a finger against the Pope, eh?" he cackled. "I know for a fact that I've been excommunicated because I was unable to lift - er - a finger at Her." Asked whether this debility was related to his present illness, the Cardinal replied, "No. This attack came on after I won the chug-a-lug contest at last year's Annual Christmas Orgy."

BEOGRAD (15 April 1909): The New Vatican is all agog over Her Holiness the Pope. The city has hardly known a quiet night since the Pope and Her court arrived here late last month. Her Holiness' most spectacular achievement thus far has been to prove that the Government of Sevastopol was correct in denying the silly stories told about the so-called drug, Bordshabiazin. Her Holiness has had private audiences with hundreds of men infused with the drug, over a period covering several (number not specified to confuse Admiral Turnoff) months. The only proven medical effect is that the drug, while not effective for females, is the most potent aphrodisiac ever invented. Her Holiness also today vouched for the identity of Rozhdestvensky Walkoff, saying, "We are well aware of the identifying characteristics of the man Walkoff which simply cannot be duplicated; the man apprehended in Turkey is probably the Pussyfoot fellow." Her Holiness' evaluation was upheld by a Special Convocation of 311 Mad Satirical Monks, who voted 289-22 that Walkoff was the real Walkoff.

SEVASTOPOL (16 April 1909): Despairing of the health of the ailing Cardinal Tasselyard, imperial physicians tried a last resort - the mysterious drug Bordshabiazin.

SEVASTOPOL (17 April 1909): "WANTED: For rape, attempted rape, statutory rape, aggravated rape, alienation of affections, breach of promise, and unlawful flight to avoid lynching; Roger Cardinal Tasselyard, Titular Bishop of Capri. This fugitive is believed to have eloped in the general direction of Beograd with the wives of most of the members of the Sevastopolitan cabinet." - Wilhelm Donakhov, Minister of Police

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The next issue of GRAUSTARK will report the first moves in the new postal Diplomacy games 1967U and 1967V. Be sure to follow these games from the beginning by subscribing now at 10 issues for \$1.00. Back issues are available at 10¢ each; write for details. This publication was not edited under the supervision of Bangs Leslie Tapscott.

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F I R S T   C L A S S   M A I L

Can you solve  
THE CAMEL'S TOUR?

See page 8.